Troubleshooting: Building GeoX on Unix/Linux Platforms

In case of problems with your own Unix/Linux distribution the following hints may help to overcome problems which might occur during the compilation of the GeoX framework.

Please make sure that gcc-4.2 and g++-4.2 are installed on your system.

```
$ apt-get install gcc-4.2 g++-4.2
```

You might also need

```
libqt4-opengl-dev
```

This should resolve the issues which cause messages like this:

```
ObjectStreams.cpp: In member function ‘void
InputObjectStream::initStream()’:
ObjectStreams.cpp:95: error: ‘strcmp’ was not declared
in this scope
```

After that go to the top folder of the project.

In case you get the following message, one special UI-file has to be precompiled by hand as follows:

```
GeoXMainWindow.h:9:39: error: ui_GeoXMainWindowDesigner.h:
No such file or directory
```

```
$ qmake
$ uic-qt4 geoX/GeoXMainWindowDesigner.ui > geoX/ui_GeoXMainWindowDesigner.h
$ make
$ cd unix
$ ./geoX
```